Tiny Basic Pr

Kim-IJ/6502

If you think that KIM-1 with 1K RAM is a limited power machine -- hold on to your half. Feter Jennings has written a chess-playing program that runs in 1K using just the keyboard and display. I've played against his current version, which plays at the 'competent beginner' level. Even this is quite impressive, but Feter tells me that he'll be beefing up the strategy over the next few months and expects it to play a fairly competent game. All this in 1K! Never underestimate your KIM.

Peter plans to market his chess program commercially after he polishes it up in the next few months ... I'm looking forward to seeing the final version.

--Jim Butterfield

Kim-I USER NOTES
C/O ERIC C. REHNKE
425 MEADOW LANE
SEVEN HILLS, OHIO
44131

FIRSTASS

NOVEMBER 1976

VOLUME 1 ISSUE 2

PAGE 1

As of now we have 470 members...and plenty of new ideas to develop. But first, we have some corrections for volume 1 issue 1.

Page 4 - the second instruction in the rundom number generator should be SEC not (SED)

Page 13 - bottom portion of listing should read:

027A C8 027B C0 06 027D 90 F3

0270 90 F3 027F 20 30 1F

0277 20 30 0282 60

Page 16 - top address should read 0058 (not 005E),address 0091 should contain 09 15 (not 09 15)

Page 18 - address 0258 should be DO (not DC) address 0242 should be D8 (not D8)

To mileviate possible typographical errors in future issues, please try to subsit articles single spaced on white bond so that we may cut and paste instead of re-typing. Also, if you expect a personal response to correspondence, please include a self addressed stamped envelope, to help defray expenses.

NOS KIMATH PACKAGE PRELIMINARY

Let's hold off from interfacing calculator chips to our 6502's - at least for a while. I just received preliminary documentation from MOS Technology for a floating-point package (up to 17 digits and exponents from +99 to -99) that may be what we need for adding higher math functions to our machines. It's a 2K X 8 ROM with routines for ADD, SUSTRACT, MULTIPLY, DIVIDE, S_UARE ROOT, LOG, ANTILOG, TANGENT, and ARCTANGENT, in a different formats. KIMATH also has several subroutines for evaluating polynomial expressions which can be used to approximate most other mathematical functions.

The price and availability are not known at this time and will be passed slong when released from MOS.

HAMSIII

Have you seen the October issue of BYTE?

The theme of the issue was morse code interpretation and several different methods were presented. This application is a natural for the RIM! (with suitable I/O). The article on page 36 showed, perhaps, the most logical and easiest to implement form of morse code handling (I will be using this algorithm). There were also several audio Con't.

to digital conversion circuits using the 567 tone decoder that looked promising.

I am quite excited over the possibility of combining two of my hobbies in this manner and will be spending slot of energy in this area. I know that some of you are also working on this application, so let's hear from you.

If we can get a workable program together - we may be able to interest MOS Technology into masking off a ROM ($2K \times 8$). There might be room for a BAUDOT RTTY program also (ON ONE CHIP!).

MORE USER GROWS GETTING STARTED

STANTON, CALIFORNIA - Daniel Gardner, 11825 Beach Blwd., Stanton, Cal. 90680 Phone - 714-898-7264

TORONTO, CANADA - Peter R. Jennings, 1612-43 Thoracliff Pk. Dr., Toronto, Ontario, Canada H4H 1J4 Phone 416-423-8263 or 678-1363

HOUSTON, TEXAS - Jeff Campbell Phone 464-6571

THE OTHER TIMER

by Richard W. Lutz

Heed a second interval timer? Your KIM system has one in the 6530-002 that is used only when loading or dumping to audio cansette. Is applications where possibly you have dedicated your "application" Timer (address 1704-170F) to a real time clock and you may still need to time intervals or incorporate delays, the other timer is available instead of using software timing loops. Movever, the timer has to be poled (BIT Test) rather than rum on an interupt basic as PB-7 on 6530-002 is used for the audio cassette interface.

Addresses of The "Other Timer":

1744 - Divide by 1 Time

1745 = Divide by 8 Time

1746 - Divide by 64 Time 1747 - Divide by 1024 Time

1747 - Read Time Out Bit (Bit Test)

1746 - Read Time

Want your program in firewere? Richard is offering to program EPECHS with your program. He also has a circuit board available (with buffered address lines) that will accept the PROM and a 6530. For details, drop him a post card.

122 Carol Street

Carrboro, North Carolina 27510

Mere's a tip that may help other beginners with the KIN-1. In order for the single step SST switch to work, it is necessary to load the interrupt rector: 1000 into location 17FA & 17FB 17FA (00) 17FB (10)

I didn't know this -- the samual isn't clear--and I sent my computer back to MOS Tech. for repairs.

DOBARRASSED

RELATIVE BRANCH TABLE 6502 and 6800

by Fred Crawford Jr. 2152 Garolina Dr. NE Cedar Hapids, Ioum 52402

BACKWARD RELATIVE

9ABCOE	 128 112 96 60 64 65 又 16	127 111 95 79 63 47 31	110 94 78 62	109 93 77 61 45	108 92 76 60 44	123 107 91 75 59 43 27	106 90 74 58	105 89 73 57	104	103 87 71 55 39	102 86 70 54 55	101 85 69 53 37	100 84 68 52	115 99 83 67 51 35 19	114 98 82 66 50 34 18 2	113 97 81 65 49 33 17
	0	1	2	3		5	6	7	8	9	A		C	D	E	7
23456	 0 16 32 48 64 80 96 112	1 17 35 49 65 81 97	34 50 66 82 98	3 19 35 51 67 83 99 115	20 36 52 68 84 100	37 53 69 85	22 38 54 70 86 102	39 55 71 87 103	40 56 72 88 104	57 73 89 105	26 42 58 74 90 106	59 75 91 107		13 29 45 61 77 93 109 125	62 78 94 110	63 79 95 111

FORWARD RELATIVE

MODIFYING THE S.D. SALES 4K LOW-POWER RAN BOARD FOR USE WITH KIM

from Robert E. Haas 2288 Blackburn St. Eugene, Or. 97405

My KIN-1 system currently has an additional 8K of RAN and a 16-line by 64-character video display of my own design plus an ASCII keyboard. One of the two 4K memory boards in my system is a modified S.D. Sales Altair-compatible board. My first contribution to the newsletter is the enclosed article detailing the modifications I made to the S.D. Sales board. The neophyte KIM owner should probably not attempt to perform such a modification, but a more knowledgeable user who is looking for a low-cost semory, but up to now has not had the confidence to purchase an Altair-compatible board, will be interested.

I am writing an assembler for the 6502 which will use a modified version of the RIM cassette I/O protocol for source input and object output. I have added start-stop control via peripheral pins and can read and write individual records on cassette tape. The process is also but cheap and reliable. I would like to distribute the assembler through the User's Oroup when it is finished. I will make it easy for a user to integrate his own video or hard-copy/output into it.

I am happy that a KIM/6502 User's Group has been started. I would like to see as sed to the dominance of the bobby computer field by Altair and friends.

Com't.

The modifications described here do not require any damage or physical changes to the board (trace cut) so the board can be restored to, and retain resule value as, an Altair-compatible board. The modification proceeds as follows:

- Solder all components on the board per the instructions. Do not insert any IC's into sockets yet. (Do solder the regulators on the board).
- 2. Install jumpers in the memory-address-selection area between a-a, b-b, c-c, and d-d.
- 3. Using a short piece of small-diar-ter bare wire (such as #30 wirewrap wire, stripped) tack a jumper between IC-34 pins 6, 9, and 10. Tack a similar jumper between IC-39 pins 2 and 5.
- 4. Using insulated wire tack a jumper between IC-34 pins 12 and 13 and IC-39 pin 4. Tack a jumper between IC-34 pin 8 and IC-59 pin 6.
- 5. Tack four insulated-wire jumpers between the following pine of IC's 37 and 53: IC-57 pins 15, 11, 9, and 5 to IC-55 pins 5, 8, 11, and 6, respectively.
- 6. Tack-solder four 560-ohm, he resistors between +5 wolts (found at IC-34 and IC-37 pin 14) and IC-34 pins 1, 2, 4, and 5.
- 7. Insert the 21LO2's and IG-34, a 74S2D, and IG's 38, 40, 41, 42, and 43 (8797's). IG's 33, 35, 36, 37, and 39 are not used, and must be omitted.

Modification is complete and connection between KIR and the memory board should be made via an Altair-etyle 100-pin connector. The connections are as follows:

pin A (A30) pin B (Ab1) pin C (A32) pin D (A83) pin E (A34) pin E (A34) pin F (AB5) pin K (AB6) pin J (A37) pin K (AB6) pin L (AB9) pin V (R/A) pin P (DB7) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (K1) pin F (K4) pin R (A30) pin B (A32) pin B (A33) pin B (A33) pin B (A34) pin B (A36) pin B (A	nle expansion connector	Memory board conn.
pin 8 (Abi) pin C (A32) pin D (AB3) pin E (AB4) pin D (AB5) pin F (AB5) pin F (AB5) pin R (AB6) pin R (AB6) pin J (AB7) pin K (AB8) pin L (AB9) pin Z (RAM-R/W) pin Z (RAM-R/W) pin P (DB7) pin 9 (DB6) pin 10 (DB5) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (Li1) pin D (K2) pin E (K3) pin 85 pin 85 pin 85 pin 86 pin 86		pin 29
pin C (A32) pin D (A53) pin E (AB4) pin J1 pin E (AB5) pin F (AB5) pin K (AB6) pin J (A37) pin K (AB6) pin L (AB9) pin L (AB9) pin Z (RAM-R/M) pin Z (RAM-R/M) pin P (D87) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 14 (D81) pin 15 (D80) pin B (K2) pin E (K3) pin E (K3) pin E (K4)		
pin D (AB3) pin E (AB4) pin E (AB4) pin P (AB5) pin P (AB5) pin M (AB6) pin J (AB7) pin K (ABE) pin L (AB9) pin Z (RAM-R/W) pin Z (RAM-R/W) pin V (R/A) pin P (DB7) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin E (K4)	pin C (A32)	
pin E (AB4) pin F (AB5) pin K (AB6) pin J (AB7) pin K (AB8) pin K (AB8) pin L (AB9) pin Z (RAM-R/H) pin V (R/A) pin P (DB7) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin E (K3) pin E (K4)	pin D (AB3)	
pin F (AB5) pin K (AB6) pin J (AB7) pin K (AB6) pin K (AB6) pin L (AB9) pin Z (RAM-R/H) pin V (R/A) pin P (DB7) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin E (K3) pin E (K4)	pin E (AB4)	
pin K (A86) pin J (A37) pin K (A86) pin K (A86) pin L (A89) pin Z (RAM-R/M) pin V (R/A) pin B (D87) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 14 (D81) pin 15 (D80) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin E (K4)	pin F (AB5)	
pin J (AB?) pin K (ABE) pin L (AB9) pin 2 (RAM-R/M) pin 2 (RAM-R/M) pin 8 (DB?) pin 9 (DB6) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin E (K4)	pin H (AB6)	pin 22
pin K (ABE) pin L (AB9) pin Z (RAM-R/W) pin Z (RAM-R/W) pin V (R/A) pin 8 pin 49 pin 9 (DB6) pin 9 (DB6) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (K1) pin B (K2) pin E (K3) pin E (K4)		pin 63
pin L (AB9) pin 34 pin Z (RAM-R/W) pin 8 (B87) pin 9 (D87) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 14 (D81) pin 15 (D80) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin E (K4)	pin K (ABE)	
pin Z (RAM-R/W) pin V (R/w) pin 8 (D87) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 13 (D82) pin 14 (D81) pin 15 (D80) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin F (K4)	pin L (AH3)	
pin V (R/a) pin P (D87) pin 9 (D86) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 14 (D81) pin 15 (D80) KIM Application connector pin C (L1) pin B (K2) pin F (K4) pin P (K4)		P y.
pin P (D87) pin 9 (D86) pin 9 (D86) pin 10 (D85) pin 11 (D84) pin 12 (D83) pin 13 (D82) pin 14 (D81) pin 15 (D80) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin F (K4)	pin Z (RAM-R/W)	pin 68
pin 9 (DB6) pin 10 (DB5) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin E (K4)	pin V (R/a)	
pin 9 (DBC) pin 10 (DB5) pin 10 (DB5) pin 11 (DB4) pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin F (K4)	pin 8 (D87)	pins 43 and 90
pin 10 (BB5) pin 11 (DB4) pin 12 (BB3) pin 12 (BB3) pin 13 (BB2) pin 13 (BB2) pin 14 (BB1) pin 15 (BB0) KIM Application connector pin C (L1) pin B (K2) pin E (K3) pin F (K4)		pins 40 and 93
pin 11 (184) pin 12 (183) pin 13 (1882) pin 13 (1882) pin 14 (1881) pin 15 (1880) KIM Application connector pin C (111) pin B (K2) pin E (K3) pin F (K4)	pin 10 (DB5)	pine 39 and 92
pin 12 (DB3) pin 13 (DB2) pin 14 (DB1) pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (L1) pin D (K2) pin E (K3) pin F (K4)	pin 11 (DB4)	pins 38 and 91
pin 13 (882) pin 14 (081) pin 15 (080) KIM Application connector pin C (81) pin B (K2) pin E (K3) pin F (K4)	pin 12 (DB3)	pins 42 and 69
pin 14 (DB1) pin 15 (DB0) KIM Application connector pin C (Li1) pin B (K2) pin E (K3) pin F (K4) pin 14 (DB1) pin 85 pin 86 pin 86 pin 86		
pin 1) (DBO) pins 36 and 95 KIM Application connector pin C (E1) pin 33 pin B (K2) pin 85 pin E (K3) pin 86 pin F (K4)	pin 14 (DB1)	
pin C (K1) pin 33 pin D (K2) pin 85 pin E (K3) pin 86 pin F (K4)	pin 15 (DBO)	
pin 0 (K2) pin 85 pin E (K3) pin 86 pin P (K4)	KIM Application connector	
pin B (K2) pin 85 pin E (K3) pin 86 pin P (K4)	pin C (111)	pin 33
pin E (K) pin 86		
nin F (K4)	pin E (K3)	pin 86
		nin 12
PAGE 4	PAGE 4	Prit Je Com't.

System ground must be connected to memory board pins 50 and 100 and a source of +8 volta unregulated to memory board pins 1 and 51. The board draws about 1 ampere.

The 8797 buffers used on the memory present a fraction of a TTL load to the KIM, therefore no other buffers are required. Of course, if additional devices are connected to the KIM, buffers will be required.

TIMER

by Juel Swank #186 4655 S. W. 142nd Beaverton, Ore. 97005

TIMER turns KIN into a digital stopwatch showing up to 99 minutes and 59.99 seconds. It is designed to be accurate to 50 microseconds per second. The interval time is used to count 9984 cycles and the instructions between the time out and the reset of the timer make up the other 16 cycles is .01 seconds. The keyboard is used to control the routine as follows:

KEY	FUNCTION							
0	atop							
1	go							
2 3	reset			2.5	110	PLE	P 2	156
3	print time on ter	reinel		2.7		-	<u>a</u> . ₹	吴
4	return to XIM				Tetting	Plant 6	96	7
TIMER					8	a atlata	he Kim-2/Kim-3 diagnostic pr	SKAL BANKION:
0320	TIMER *	\$0320		9 1	TA CHE	mistake ongly .	2	G
0320 A9 00	RESET L	DA AO			change all	7 2	30	9
0322 85 19	S	TA INH	sero display	not .	- 6		programa programa	120
0324 85 FA	S	TA POINTL		2.9	3.	. 5	5.5	-
0326 85 FB	3	TA POINTH		4 7	5. 2	F 0	- 4	3
0328 20 1F 1	r nold J:	GR SCANDS	light display	8 -	which w	t should	8 *	i i
0328 20 64 1J		SR GETKET	read keyboard	1	F E	35	Manual Co tast	
052E C9 04		OF #4	key 4	1 " d	5 3	F. 7	S E	5
0330 DO 03	1	NE NO-UIT		5 .	12	940	•	Diagnostic
0352 40 64 1	. J	MP CLEAR	return to kim	50	ids.	8 "	(publication	E
0335 C9 O3		NP #3	key 3	279	5.00	9 9	mory mory	7
0337 DO 1F	B	NE NOPRT	-	M. MOTE	17		4 5	*
0339 A5 FB	L	DA POINTH		35	72 1	5	9 #	Ē
0358 20 38 1	k J	SR FRIBTI	print value	mg.	3 4		2 5	
C53E A9 3A	L	DA #*:	on terminal	1	Proper	prestous	29	
0340 20 A0 1	K J	SR OUTCH		1 3 5		3.	. 0	
0343 A5 FA	L	DA POINTL			1 8	8 F.	78	
0345 20 38 1	2 J	SR FRIBIT		15 m	2 -	Tage 1	77	
0348 A9 2E	L	DA #1.			erion.	2	£ 5	
0344 20 A0 1	E J	SR CUTCH		1	2 4	Ti Ti	3 -	
034D AS 19	L	DA INH		Dutterfield		100	.16) conta	
034F 20 38 1	E J	SR PRIBIT		HE E	4	7	1 2	
0352 20 25 1		SR CRLF			F	_	NE	
0355 38	S	EC				1	- 1	
0356 80 00		CS HOLD						
0358 C9 02	HOPET C	MP #2	key 2					
035A PO Ch		EL RESET	back to sero					
0350 09 01	C	MP /1	key 1	8				
			•	Cor	n't.			

				טי
0358 DO C8		BHE HOLD		58 - 5 8 5 4 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6
0360 A9 9C		LDA #89C		H 3 H 4 4 1 1 1 1 1
0362 80 06 17		STA TIMSET	met timer	year of o
0365 20 LF LF	DISPL	JSR SCANDS	display value	AD B C TO NO B
0368 AD 07 17	EXPCK	LDA TINGET	check timer	10 m 19 th 19
0368 FO FB	EAF-CR	BE, EXICK	wait loop	PO B O TO O O
036D 8D 00 1C		STA HON	delay 4 usec	TITLE B COC
0370 A9 9C		LDA #89C	set timer	OBM HHOOT
0372 86 06 17	,	STA TIMJET	wer rimes.	
0575 18		CLC	/!	
0376 F8		JED	set flags	PO KADEDITO
0377 A5 F9		LOA INH	1	HO CONTRACTOR
0379 69 01		ADC #1	terresent bundendate	
0178 85 F9			increment hundredtha	9 T
		LDA INH	-	3 - 6 00 00 0
037D A5 FA				400000000000000000000000000000000000000
037F 69 00 0581 85 FA		ADC #O	increment seconds	F 2 0 3 F 5 9
0385 C9 60 0385 D0 08		CHP #160	atop at 60	ா ⊅ இ ் வி ச வி ச
		ENE CKEY		0.1 - 0
0397 49 00				* O T J B * 3
0389 95 FA		STA POINTL	zero seconds	THEFORE
038B A5 FB		LDA POINTH		0 m 10 m 1 h
0380 18		CLC		# 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
038E 69 01		ADC #1	increment minutes	きゅうだり コーニュ
0390 85 13		STA POINTE		
0392 08	CKET	CLD		a a con a co
0393 20 6A 1F		JSR GETKEY	read keyboard	DE LE COM
0596 09 00		CHO NO	key 0	dify
0398 DO CB		BNE DISPL		מל בר שם
039A FO 8C		BEY HULL	etop	ark has

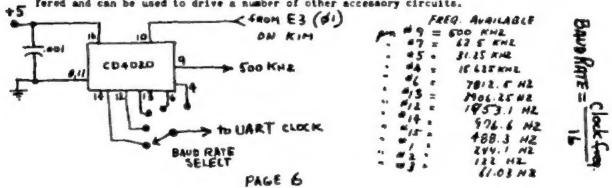
TINY BASIC NOW AVAILABLE ON RIN CASSETTE

from Bob Grater

Bob Grater has informed se that the Byte Shop #2 will be making Tom Pittman's Timy Basic available on KIM compatible cassettes for \$9.50 * \$1.00 shipping. The user manual is included in the deal. (Basic starts AT \$0.200) (NOT \$2.200)

Also from Bob ... The SAB-1 (serial adapter board) will be available for \$24.95 + \$1.00 shipping from: Byte Shop #2, 5400 W. El Camino Real, Santa Clara, Cal. 95051.

We will have it set up at the Byte Shop #2; so that KIN users in the Boy Area can bring their KIM-1 in and play it thru our TVT to see how the system works. Also included a simple circuit that I use to clock the UART off of #1 on KIN instead of the on-board clock----this makes a super stable clock. All the CD-4020 outputs are buffered and can be used to drive a number of other accessory circuits.



Some members have reported that they Kluge Harp to run correctly. - the editor -

RIM-1 KLUGE HARP

from Robert G. Lloyd 7554 Southgate Rd. Fayetteville, N.C. 28304

I am sending a program for A KUIGE HARP (OCT 75, BYTE, PAGE 14)

```
(919) 867-5822
ADDRESS MACHINE CODE LABELS MNEMONICS
                                                   COMMENTS
0300
         40
             TP
                        MUSIC
                                  LDT
                                       #SFP
  02
         49
              00
                        TOO LS
                                  LDA
                                       #$00
  04
         80
             03
                                 STA
                                       PBDD
                  17
  07
         EX
              03
                                  INC
                  03
  OA
         49
             80
                                       #$80
                                  LDA
  OC,
         8D
             01 17
                                 STA
                                       PADD
  OF
         EE
             OB
                  03
                                 THC
  15
         EE
             08
                  03
                                 INC
                        NOTER
                                       #102
  15
         12
             02
                                 LDE
  17
         CA
                                 DEE
                        LOOP
  18
         DO.
             FD
                                 BNE
                                       LOOPI
         88
  14
                                 DET
  13
         00
             25
                                 ONE
                                       LOOP2
         A5
BD
  10
             00
                        SCORE
                                 LDA
                                       #100
                                                   IN O PAGE
                  03
  17
             16
                                 STA
                                       NOTER
  22
         1
             1E
                  03
                                 INC
  25
         12
                                                   SET LOOP COUNTER FOR
                                       FREE
             FF
                                  LDX
  27
         A0
             PP
                        LOOP4
                                  LDT
                                       #1FF
                                                   SPEED OF MUSIC
  29
         88
                        LOOP 3
                                 DET
  24
         DO
             FD
                                       LOOP3
                                 BNE
  20
         CA
                                 DEX
  20
             FB
                                       10074
         DO
                                 DIFE
  27
              30
                                                   SET FOR END OF SONG
         ¢5
                                 CMP
                                       #$30
         DO
  31
             CF
                                       10072
                                 BNE
  33
         49
              00
                                 LDA
                                       #$00
                                                   RESET LOC
  35
         BD
             18
                  03
                                 STA
                                                   031E TO 00
  36
         49
             02
                                  LDA
                                       #$02
                                                   RESET LOC
  34
         8p
             16
                                 STA
                  03
                                                   0316 40 05
                                                   BRIT DISPLAY PC
  3 D
         4C
             DC
                                 JMP
                                       PCCMD
                  10
```

THE SCORE START IS SET AT ADDRESS 0312

39 28 28 22 26 22 20 1C 22 28

26 26 39 28 28 28 28 02 02 02

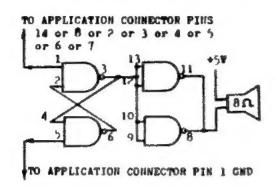
0054

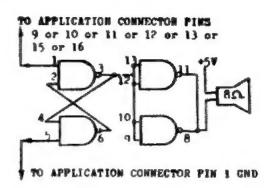
THE SCORE END IS SET AT ADDRESS 0330

THE SCORE IS LOCATED IN "O" PAGE

```
TWINKLE, TWINKLE, LITTLE STAR
                                 SET LOC 031E TO OO. SET LOC 0330 TO 30
      02 02 02 55 55 39 39 33 33 39
      40 40 45 45 40 40 55 39 39 40
      40 45 45 55 39 39 40 40 45 45
      55 55 55 39 33 33 39 40 40 45
      45 40 40 55 02 02 02
DAIST
         SET LOC 031E to 00, SET LOC 0330 to 63
0000
      02 02 02 10 10 10 22 22 22 28
      2B 2B 39 39 39 33 2D 2B 53 33
      2B 39
            39
               39
                  39
                     39
                        39 26 26 26
      10 10 10 22 22 22 28 28 28 33
      2D 2B 26 26 22 26 26 26 26 26
      22 20 22 26 1C 1C 22 26 PM ZM
      20 20 26 22 22 28 33 33 28 33
      39 39 39 39 39 2B 2B 22 26 26
```

Here is the circuit for the susicy





Who'll be the first to get this to-

The program by STAN OCKERS (ALPHAHUMERICS ON THE KIN DISPLAY) is very good-

- I tryed it and it works great. Is the'r some way to hack up a set of MAN ?
- 5 X 7 NOT MATRIX LEDS for the display?

I am trying to get a club started in the FAYETTEVILLE area. We only have 5 members right now.

HER CODES FOR NOTES

LON	OCTAVE	MID	DLE OCTAVE	HIC	H OCTAVE	•
C C D D E P P	AA AO 9B 9O B9 B0 7A	C D D R F	55 50 46 48 45 40	C C# D B# E P	28 26 24 22 20 1E	HOBERT C. LUCYD
G# A A# B	72 60 66 60 5A	G G# A B	39 36 33 30 20	G A AN B	16 18 18 16 16	ANOTHER KIN-1 APPLICATION IDEA AM AUTONATED PROM PROGRAMMEN-can be set up to program funible-link types (825125, 825129 etc.) or the erase- able variety (1702A, 5204 etc.) Will save many hours of time doing a job that your computer does alot better.

A NOTE FROM WILLIAM R. DEAZLEY, 1320 Blood Road, Cowlesville, MY 14037

gether?

The KIM-1 USER'S MANUAL, page 36, last lime, states that RAM locations 1700 to 17EB are available for application programs; however 17E7, 17E8, 17E9, 17EA and 17EB are used for CHKL, CHKH, SAVX, SAVX and SAVX respectively (see page 3 of 6530-003 software list). Therefore application programs should not use those locations and the last line on page 36 of the KIM-1 USER'S MANUAL abould be changed to: ".....RAM from 1700 to 1756".

Stan Ockers R.R. #4 Box 209 Lockport, Ill. 60441

GAME BY GREGORY TOB ADAPTED FOR THE KIN-1 BY STAN OCKERS

I first ran across the MUNPUS in THE BEST OF CREATIVE COMPUTING where it is programed in basic. The following is based on this program with modifications so I could fit the program and messages in the KIM-1 senory. The messages appear on the display is accoming fore with "sort-of" alphanumeric letters.

The WUMPUS lives in a cave of 16 roome (labeled \$-F). Each room has four tunnels leading to other rooms (see the figure). When the program is started, you and the WUMFUS are placed at random. Also placed at random are two bottomless pits (they don't bother the WUMPUS, he has sucker-type feet) and two rooms with SUPERBATS, (also no trouble to the WUMPUS, he's too heavy). If you enter a room with a pit, you fall in and lose. If you enter a Bats' room you are picked up and flown at random to another room. Tou will be warmed when Bats, Fits or the WUMPUS are nearby. If you enter the room with the WUMFUS, he wakes and either moves to an adjacent room or just eats you up (you lose). In order to capture the WUMFUS you have three cans of "MOOD CHANGE" Gas. When thrown into a room containing the WUMFUS the gas causum him to turn from a vicious snarling beast into a meek and lovemble creature. He will even come out and give you a hug. Beware though, once you toom a can of gas in the room it is contaminated and you cannot enter or the gas will turn you into a beant (you lose).

The program starts at \$360. If you lose and want everything to remain the same, (except the room you are in), restart at \$516. Use the reset key to stop the program because about half of page one is used and if you just use the stop button the stack will eventually work its way down into the program. The byte at \$229 controls the speed of the display. Once you get use to the characters you can speed things up by putting in a lower number. The memange normally given tells you what room you are in and what the choices are for the next room. In order to fire the mood gas press PC (Pitch Can?) when the rooms to be selected are displayed. Then indicate the room into which you want to pitch the can. It takes a fresh can to get the WUMPUS (he may move into a room already gassed). OCOD NUMTING!

CAVE MAD

80 ME DC BE 80 F7 DO F9 80 84 D4 80 xx 80 00 80 0000 F8 BE DA DA F9 B8 ED 80 B8 F9 F7 DE 80 F8 DC 80 0010 ER ER ER ER 80 00 80 DC DC F5 ED 80 CO 80 FC BE 0050 B7 F3 F9 DE 80 F7 80 9C BE B7 F3 BE ED 80 80 00 0030 -----0040 02 02 00 01 01 00 03 04 00 06 07 00 09 0A 01 04 0050 05 03 01 02 03 02 05 06 05 08 09 08 08 00 08 07 0060 08 04 03 04 07 06 07 0A 09 OA OF OC OD OE OC OA 0070 08 OF 05 06 OF 08 09 OF 08 OC 00 OE OF OF 00 OD 80 87 84 ED ED F9 DE 80 CO 80 DC D4 B8 EE 80 EE 0080 0090 80 89 F7 DA ED 80 88 F9 F1 F8 80 00 80 EE DC BE 80 88 DC ED F9 80 00 80 DO DC DC 87 D5 80 00 mm COAC 0000 PAGE 9

(con't.)

```
80 90 BE B7 F3 BE ED 80 B9 B8 DC FD F9 00 80 F3
0100
                                      00
F7
                           C
                               2D F9
                                         80
                                             FC
0110
            F8
                80
                   89
                       88
                                                 F7
                                                     F8 ED
0120
                   79
                       80
                          00
                               80
                                  F6
                                          80
                                             F6
                   BO BD DC
                                  30
                                      EE DC
0130
                              F8
                                             BE
                          F$
                                  ED
                                      D4
                                         17
                                                     F6
                   FC F7
                              80
                                             F8
                                                 B9
0140
        F3
                                      F١
0150
                84
                   84
                       F9
                          F9
                              F9
                                  80
                                         19
                                             в8
            84 F8 80 00 80 BD F7 ED 80 84 D4
80 00 80 DC BE F8 80 DC F1 80 BD
                                                     80 DO DC DC
0160
        F5
                                                 66
0170
        84 DE 85 DD A9 O7 85 DF AO 05 A2 O5 81 DD C9
DO 01 60 95 E8 88 CA 10 F5 D8 18 98 65 DF 85
20 28 O2 A4 DC 4C OA O2 A2 OA 6 DB A9 52 85
0200
0210
                                  02 A2 0A
10 F8 06
0320
                       20
                           07
                              17
                                  10
                                         06
                                             υB
0230
         17
            20
                   0.
                                                 DO
                                             84
0240
                17 AO
                       00
                           12
                              09
                                  B9
                                      Εð
                                         00
                          20
                              15
                                      20
F0
0250
        CO
            06
                   F3
                       20
                                  60
                                         8¢
                                             16
                                                 20
                                                     5E
                90
            3E
                                         F6
               90
                                  05
0560
        20
                   FO FE
                               5E
                                             20
                                                 6A
                                                     1F
                                  CO DO F8
0270
                   CO DO 04
                              16
                                             29 BE
                                                     PO 05
            FO 05
                       UO A5
O3 JA
0280
                                             26
                   06
                              CO
                                  60 06 00
                                                 CO
        Ēυ
                                                     A5
0290
                                  19
                                             72
                                                     29
        04
            D5
                   FO
                              10
                                      60
                                         20
                                                 02
                CB
02A0
         30
            QD.
                20
                   82
                       02
                          AD
                              06
                                  17
                                      29 05 AA
                                                 B5
                                             95
               A6
85
                                     B5 60 06 FO
0280
        CB.
            60
                   CA
                       85
                          50
                              95
                                  C6
                                                 C7
                                                     85
                                                        70
F9
                                                                ¢8
0500
         85
            80
                   C9
                       60
                          A2
                              05
                                  05
                                             05
                                                 CA
                                                     10
                                                                AO
                       AO OO A9 AC 20 OO O2 NC
80 GE UC 82 80 BD F9 F8
DO DC N7 80 9C PE 87 F3
0200
            20
               no
                   02 AO 00
            F7
                   30
02E0
        P9
                F8
                                                     80
                                                                F6
02F0
                80
                                                     BE
               17 85
0300
                       JO AT ST AZ OE 95 C1 CA 10 FB A9
        AD 06
                                      80
0310
                   05
                       10 03
                              A0
                                  00
                                         05
                                             20
                                                 72
                                                     02
                                                     50 BS 05 VO
0320
                                  CA CO
                                         58
            10 F5
                   CA
                       10 F9
                              79
                                             10 EC
                                  SF 02 SA
0330
            84 E1
                          00
                                             30, 17
        05
                   89
                       J6
                              50
0340
            19
                       ĐÔ
                          01
                              50
                                  04
                                      49
                                         OE
                                             10
                                                 02
        49
               10
                   OA
                                                     49
0350
               02
                                                        1F
        20
            00
                   C6
                       E1
                          λħ
                              El 10 DA A4 CA
                                                 89
                                                     E7
0360
                   C6
                          E7
                                      20 CA
            05
                84
                       89
                              1F
                                  95
                                             10 F6
                                                     AO 00
0570
0380
                              14
                                      48
33
                           09
05
                                             75 02
10 79
        00
            02
                20
                   58
                       02
                                  PO
                                          90
                                                         CA
                CA
                       04
                                  FO
                                          JA
                                                     20
            A5
                   A2
                                                            02
         0390
               DO 05
                       10
                          17
                               ΕĐ
                                  01 10 1D A0 00 A9 26
                                  84
                                     A9
AF
                                         26
0540
        02
                          ÇĄ
                              90
                                             50 CL 05
            50
                <del>99</del>
                   02
                       C5
                                                        A0
0380
                              03
                                  A9
                                          20
                                             CF
                                                                CF
         50
            20
                00
                   02
                       40
                           16
                                                 PA SD
                                          58 02 20 05
0300
                       87
                              00
                                  02 20
        02
               00 A9
                          20
                                                                01
03DO
            30
                   A5
                              20 95
                                      CO C5
                                             CB
                                                 FO 15
        84
               Œ
                       21
                          A6
                                                        C6
                                                                Po
03ED
                   D9
                       E7
                           1F
                              85
                                  9F AO
                                         00
                                             49
                                                 90
            03 AO O2 A9 DE 20 00 O2 PO F7 A9 73 20 CF O2
03F0
```

Well, my glass TTY is up and running? Bestcally, it's a Nowallo display (a board to convert to a 6-x16 display is a systlable from other sources) that acrolla up after the ecreen is filled instead of going to another page. The memory, cursor control, and parrelled interface are included on the main board instead of the usual plug-in arrangement. The pe board is definetely of industrial quality? Initial documentation was quite poor, but I understand from Bob Grater that it's been improved. The price of the TYT is 1900 - 2.00 whipping from the Byte Shop #2.

NOO w. El Camino Real, Sante Clare, Celifornia 95051.

020E C9 00 0210 D0 01 0212 60 0213 95 E8

There is a slight bug in the travelling message program I sent you. It assess that the last character is displayed momentarily and then goes blank. Rearrange as follows? The WUMPUS program enclosed has it fixed the right way.

I have the assembly level listing of WMPUS (haven't typed it though), it is so long that I thought the hex listing would suffice. There are a few things of interest like a random number generator (als Sept. '76 Byte) in O272-O28E but mostly it is all WMPUS. For those interested I'd be willing to send the assembly listing for a self-addressed stamped envelope. I'd also be willing to copy the program on tape for those furnishing a tape and return postage. (It's not really that long though and can be punched in fairly quickly).

I hope the User-Motes are coming along well. I can hardly wait.

Program WiTAFE late you actually see the contents of a RIH format tape as it's going by. It shows the data going by very quickly, because of the tape speed .. but you can at least 'sense' the kind of material on the tape.

In case of tops troubles, this should give you a hint as to the area of your problem: nothing? noise? dropouts? And you can prepare a test taps (see below) to check out the tape quality and your recorder. The test tape will also help you establish the best settings for your volume and tone controls.

Perhaps VI-TAPE's most useful function, though, is to give you a 'feeling' for how data is stored on taps. You can actually wetch the processor trying to synchronize into the bit stream. Once it's synched, you'll see the characters rolling off the tape... until an END or illegal character drops you back into the sync mode again. It's educational to match, And since the program is fairly short, you should be able to trace out just how the processor tracks the input tape.

YUTAPE eterts at location 0000 and is fully relocateble (so you can load it snyplace it fits).

KIM UTILITY: VU-TATE

0000	D8			START	CLD		
0001						#\$7F	
0003			12			PADD	set display dir reg
0006			• •	SYN		#\$13	window 6 and tape in
8000	85	ΕÓ				POINT	and keep pointer
000A	8Ď	42	12			SBD	and deep pointer
OCOD			18			RDBIT	get a bit and
0010			4-4			INH	slip it into
0012						INH	the right-hand
0014	85	F9			STA		side:
0016	ΑĎ	40	17			SAD	show bit flow on display
0019		16		TST		#\$16	is it a SYNC?
001B						SYN	nope, keep 'em rolling
001D	20	24	1A		JSR	ROCHT	yup, start grabbing
0020					CME	#\$2A	9 bits at a time and
0022	DO	F5			BNE	TST	
0024				STREAM	LDA	#\$00	then start showing
0026	ФĐ	E9	17		STA	SAVX	characters 1 at a time
0029	20	24	1A		JSR	RDCHT	•
002C	20	0.0	18		JSR	PACKT	converting to hexadec
002F						SYN	if legal
0031		EO				FOINT	
0033					INX		
0034					INX		Move along to next
0035						#\$15	display position
0037						OVER	(If last digit,
0039		09				#\$09	reset to first)
00 JB				OVER		FOINT	
00 3D		42	17		STX	SBD	
0040		Der			TAX		change character read
0641		_ ,					X to segments and
0044			17		STA		send to the display
0047	DO	DB			BNE	GTREAM	t unconditional jump

ke a test tape containing an endless stream of SYNC characters th the full owing program:

58585

3225

£ 8

15 H 15

.. out to tape

17

Now use program WHATE. The display should show a stead; synchronisation pattern. Try playing with your controls and see over what range the pattern stays locked in. The wider the range, the better your casestte/recorder.

SUPERTAPE WORKS GREAT!! HIGHLY RECOMMENDED

KIM-1 / TTT FIXIT MOD - from Romald Rumhaier, 310 Addison Ct., Cornwell Nts., Fe. 19020
The keyboard return from the TTY normally goes through a 150 ohe resistor (R49) to
*5 volts. Disconnect the keyboard return lead from pin "R" on the applications connector
and connect it through a 470 ohm M watt resistor to pin "M" (*12 vdc). Pin "M" is now used
for both sudio casactte interface and TTY when hooked to *12 vdc. This turned hopeless chatter into perfect copy. Now if I can only figure a way to get the teletype home from work...

SUPERTAPES

Jim Butterfield Toronto

How long does it take you to load a full K of KIM-1 memory? Over two minutes? And if you're going for memory expansion, how long will it take you to load your SK? Twesty minutes?

Hold onto your hats. Frogram SUPENTAPES will write fully compatible tapes in a fraction of the time. You can load a full 1K in 21 seconds.

Fully compatible means this: once you've written a tape using SUPERTAPE! you can read it back in using the normal KIM-1 program (starting at 187) as usual). And the utilities and diagnostic programs work on this super-compressed data (e.g., DIRECTORY and VUTAPE).

You'll need some nemory space for the program, of course. If you have memory expansion, there'll be no problem finding space, of course. But if you're on the basic KIM-1, as I am, you'll have to "squeeze in" SUFERTAFE! along with the program you're dumping to tape. I try to leave page I alone usually (the stack can overwrite your program due to bugs); so I stage SUFERTAFE! in that area. For the convenience of relocation, the listing underlines those addresses that will need changing. There are also four values meeded in page zero which you may change to any convenient location.

For those interested in the theory of the thing, I should mention: SUPENTAPE: is not the limit. If you wished to abondon KIN-1 sonitor compatibility, you could continue to epsed up tope by a factor of 4 or 5 times more. (Can you imagine reading 1% in four seconds?), For the moment, however, SUPENTAPE: is plenty fast for me.

Thanks go to Julien Dube for his help in staging early versions of SUPERTAPE!

PRELIMINARY RESULTS OF SUPERTAPE TRIALS

So far, Supertage has been tried on a helf-dozen or so casette recorders, with mixed remults. Three of them give solid input: never-fail leading. The other three work poorly or not at all.

The only common factor I can spot (don't have elaborate test facilities here) is casactte player output level - the good ones invariable black out a fairly strong signal. In principle, level shouldn't matter; the first thing the signal hits on the KIM-1 board in a limitar which cuts ell signals down to the same size.

For those who would like to improve their tape speed but can't get full speed Supertape to work on their cassettes, a change of two locations will give intermediate packing densities:

Name STANDARD	Speed improvement	0186	0100
STANDARD	x 1	OC	12
FASTAPE	x 2	06	09
SPEEDTAPE	2.3	OH	06
SUPERTAPE	x 6	02	03

Maybe we should start a catalogue of cassette recorder models and what speeds each will apprort.

PAGE 12. Contd.....

together a package of games, demo-procrams and

Sobert Tripp, editor of

ON: UTER1

a real-

conversion to KIM slot ceive a list of 16 extra, order TIM (DEMON) subroutine list and you will re-4 MIT 3.3 ing I/O subroutine calls. You need 6502 Program for program list.) Nost programs were JOLT monitors, but easily converted to list.) Exchange, 2920 TIM routines and their effects to make Moane in. (and it's cheaper than . sol metative even Remo Nevada, KIN by change TVT. For .25

It's available as a package (cassette, source listings testructions) for \$10.00. It's called PLEASE. Pura time monitor to control the whole works on a cassette. Cosmon, 210 on the basic KIM with no Suntel debater Hey. So., Jo. Nashua, N.H. interesting. It is available from Microadditional semory or 1/0 and e

b

TIE

THE PARTY

SUFERTAFE! Jim Butterfield October, 1976 Toronto 0100 A9 AD DUNE T LDA #\$AD op code LDA θĎ 0102 EC 17 STA VEB 0105 32 27 E1 BF JSR 20 19 INTVEB set up subrtn A9 LDA #\$27 DICA flag to go to SBD STA GANG 010C A9 010E 8D LDA #\$BF 43 STA open the channels 17 E BOD #\$64 #\$16 64 0111 A2 LDX send 100... A9 20 16 0113 LDA ... SYNC chare 011: 011: 011A 61 2A 4.3 **JSR** 01 HIC A9 20 LDA #\$2A send asterisk 01 17 OUTCHT **JSR** F9 then the ID DIID AD LDA ID 0120 0123 0126 P 01 JSR CUIPT 20 SAL LDA followed by AD の日の日 01 20 JSR CHTBTC the start address 0129 012C 012F AD 20 LDA DAH (low and high) 01 **JSR** CUTETO 20 DUMPT4 **JSK** VEB get memory word 0132 0135 0135 0138 013E 20 20 ÉD 01 19 and send it JSR CUIBIC JSR INCVEB on to next address 17 AD ED LDA **VEB+1** CD £7 CMF EAL is the address... AD EΕ LDA VEB+2 ..at the end? 0141 ED FY 17 SEC EAH DUMPT4 0144 90 BCC no, go back; E9 0146 A9 28 LDA #3.2F yes, send end-data 0148 0148 99 E7 20 JSP. OUTCHT 01 17 01 17 LDA CHEL .. and checksum AD 014E 0151 0154 0157 0159 0158 109 70 02 20 JSR OUTBY AD 20 ..hi and low .. LDA CHKH 01 JSR OUTBI A2 LDX #\$02 send two ... 04 <u>£1</u> 50 A9 20 LCA #\$04 EOT characters **JSR** HIC 015E **4C** JME DISTZ and we're finished subroutines follow here STX TIC count 96 0161 HIC ΕĐ 0163 49 HICI PHA 20 69 99 01 JISR OUTCHT send character 0167 0169 .. and bring it back FLA C6 TIC . DEC 016A 016C do it agin BNE HIC1 60 RTS JSR CHKT compute checksum 016D 20 4C 19 OUTBTC save the character 0170 0171 0172 0173 0174 0175 0179 0179 49 OUTBT I HA LSR 4A .and take its LSR A 44 44 LSR A four left bits .. LSR A 44 HEXOUT write 'em ... **JSR** 20 7D 01 69 FLA now the 4 right bits ... **JSR** HEXOUT 7D 01 20 60 RTS

ť

MORE

```
HEXOUT AND #$OF
017D 29 OF
                                  remove unwanted bits
                                   change to ASCII by...
017F C9 0A
                       CMP #$DA
0191 18
                       CLC
                                       addings
0182 30 02 0184 69 07
        02
                       BMI HEXI
                                    $37 if A to F
                       ADC
                           #$07
               HEX1 ADC #$30
OUTCHT LDY #$03
0186 69 30
                                    $30 if numeric
0189 A0
        80
                                    for the eight bits..
018A 84
                       STY COUNT
        E2
018C A0 02
                TRY
                       LDY #$02
                                    send 3 units
018E 94
        E3
BE O1 ZON
                       STY TRIB
                                    starting at 3600 hertz
0190 BE
                       LOX NEUL,Y
                                     number of half cycles
0193 48
                       PHA
                                     keep the character
0194 2C 47 17 ZON1
                       BIT CLKRDI
                                     Wait for the previous...
0197 10 FB
                       BPL ZON1
                                      . cycle to complete
0199 B9 BF 01
0190 9D 44 17
                                         the time to the ...
                       LDA TIMG,Y
                                      ..next pulse ($7E or C3)
019C 9D
                       STA CLK1T
019F A5
        E1 90
                       LDA GANG
01A1 49
                       EOR #$30
                                     Flip between 1 and 0
01A3 8D 42 17
                       STA SBD
01A6 95 E1
                       STA GANG
01AB CA
                       DEX
                                   have we sent all the cycles?
01A9 D0
        E9
                        PNE ZON1
                                    nopo, send another one
                                    get back the character
01AB 68
                       FLA
        E3
                       DEC TRIB
01AC C6
                                    one less unit to send
01AE FO
                       BEQ SETZ
                                    and the last one's here
        07
                       BMI ROUT
                                    none left? quit
0180
     30
01 BZ 4A
                       LSF A
                                    Take next bit
01B3 90 DB
                       BCC ZON
                                    ..and if it's a one..
                       LDY #300
                                    switch to 2400 cycles/sec
01B5 A0
        -00
                SETZ
0187 FO
                       BEQ ZON
                                  unconditional return
        D7
                       DEC COUNT
BNE TRY
01B9 C6
                                    one less bit
                ROUT
OIBB DO
                                    any more? go back
01BD 60
                       RTS
                 frequency/density controls
                       .BYTE $02 two pulses: one cycle!
.BYTE $03,$03,$7E
                NPUL
01BF C3 03 7E TIMG
                       end
                                     *********
```

A Microcomputer Data Processing course, utilizing the KIM-1, will be held at Theman Valley State Technical College in Morwich, Connecticut. The course will consist of 22 evening sessions and will run from Dec. 6, 1976 thru Feb. 28, 1977. Contact Frank Rybicki (203) 886-0177 for more information.

SUBSCRIPTION INFORMATION

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